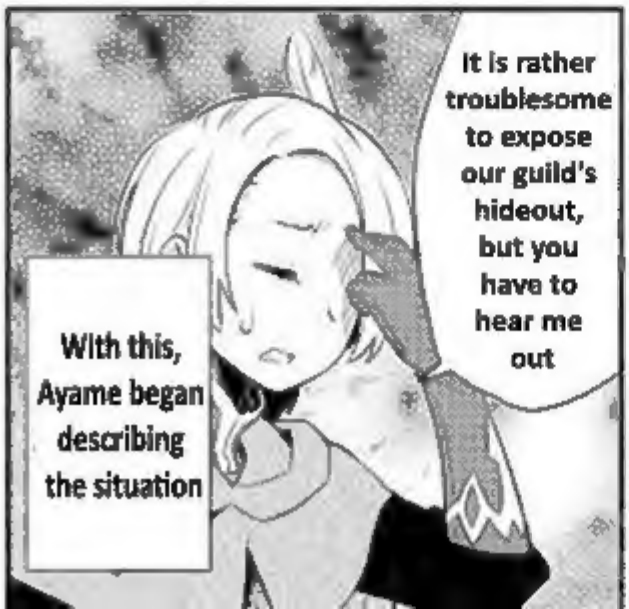
I suppose you're Mr.Earth excuse me for the recent occurence
It is Ayame, the master of the "Apollo's bow" guild, do you have some time now?
i would like to meet you urgently, if possible .....
No problem, please tell me the place
Yes, we can properly talk outside of the guild room
Understood..... then I'll transfer you the map to this place
パ...

I am Ayame, the Guild Master
Nice to meet you
とあるおっさんのVRMMO活動記
第12話
原作：椎名ほわほわ
漫画：六堂秀哉


With this, Ayame began describing the situation
It is rather troublesome to expose our guild's hideout, but you have to hear me out

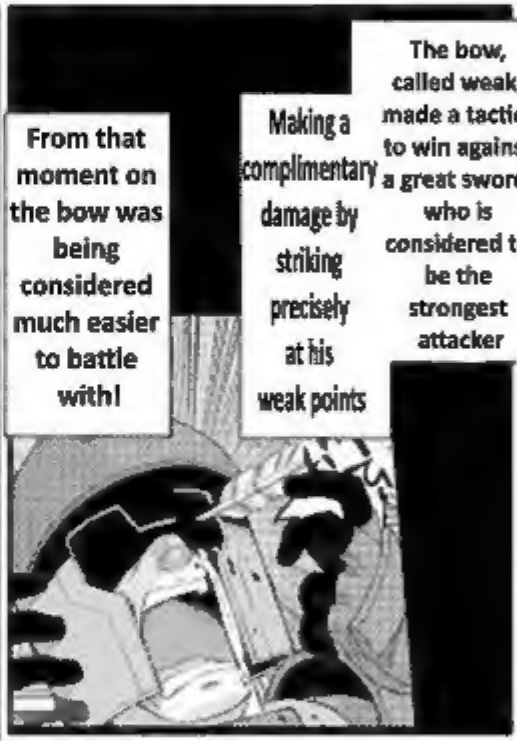
N... Nice to meet you
下意识地把背挺直了
Just like some man-crossdressing woman from Taku Duku

She used "One more gathering" event to create a guild with little money
Ayame was gathering bow-users for fun during the open-beta time
"Apollo's bow" was not a bow users' rescue organisation, as was proclaimed by Naizer
And though we embraced the official start of the game.....
We started with several enthusiastic bow-users
Since the game official start, we've been welcoming the multiplying bow-users
Our aim was, while promoting the bow, play with excitement and joy
Though I've seen the guys, carrying bows, but the profession was mostly discriminated
I'm recollecting a bitter memory, as soon as I first logged in, I had become an unfortunate victim of that Mohawk guy's party, harassed about being useless
嘿背着弓的杂鱼!!
说你呢转过来!!
弓箭手这种渣职业!!
没人和组队的沉且还是初期装备!!
That damned Wiki weapon info page, that discouraged the players from using a bow
I caused trouble myself on the first day... yup.....

Though, you could see bow-users here and there
We've invited those people, who were more or less good at it
We acted, trying to attract as little public attention as possible
Taking all the criticism and dejection towards bows as something we can do nothing about
And then
A certain video appeared
A video of a PvP between a bow-user and a swordsman

That video enflamed us
They made a cult out of me without me knowing it
Oh, my admirers again

And on that wave 200 guild members have joined


From that moment on the bow was being considered much easier to battle with!
Making a complimentary damage by striking precisely at his weak points
The bow, called weak, made a tactics to win against a great sword, who is considered to be the strongest attacker

After that video our existence became known and people started to bring in the enrollment applications

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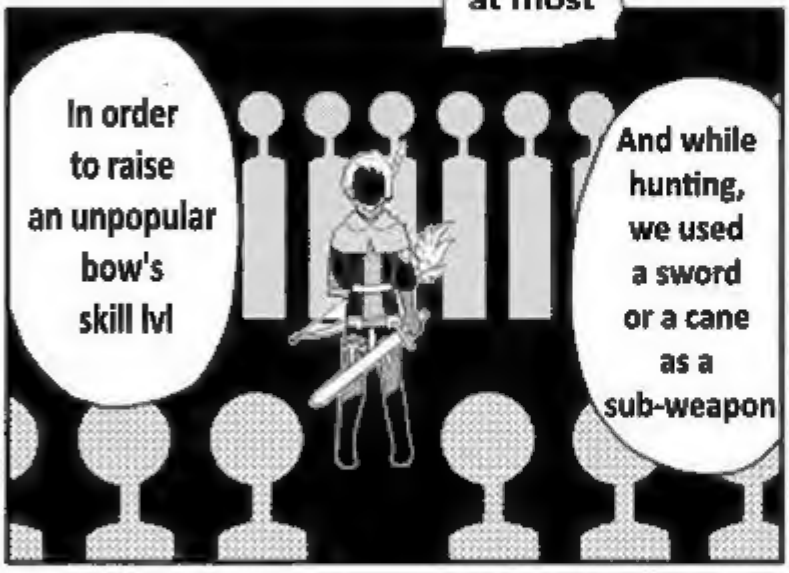
Considering the guild sizes, everything under 20 people is small, from 50 to 100 is considered mid-range, and everything above that is large
200 included .....
Even the largest guilds have one hundred at most
200 MEMBERS !?


In order to raise an unpopular bow's skill lvl
And while hunting, we used a sword or a cane as a sub-weapon

Before the fairy event, every bow-user wanted to join my guild

With no mistake you're a bow player, who properly uses a bow
But really we were envious of Mr.Earth

That's why I haven't seen any bowyers except for me until just recently
Ayame's speech's starting to make sense

While still being very much fond of the bow, we had no courage to show it's magnificense
We became aware how much of a pink glasses we were wearing before
We couldn't imitate you

And about that time a party with Neizer in the lead appeared

Neizer's party ……

…… Oh
Thank you for your care
Please take this potion juice on the house

When I found out about that, they already took action behind my back
They've decided on it when you took the Fairy Queen event prize
They decided to use you
They think you're necessary for this guild
Please, be at peace, ladies, I'm not blaming you for anything
Ah, so that what it was about, I understand and accept you appology
We offer you our sincerest appologies and will stop pestering you with invitations
We won't prohibit them to hunt, but I' as a master will take the invitation ability from them
''' they will be strictly punished
But , please, tell me what happened to the Nazer's party after that

We will not expell them but, as a guild, it is our responsibility to punish them
And Neizer will be demoted to an ordinary guild member
phew
I see, I have no objections
Well, there is no problem. if they won't expell them
The appology was made with all diligency
She has a relieved face
... by the way
Thank you for your understanding of the situation
So, now I bid you farewell

We were so excited when you won that time
You create a bright future for the bow with your actions
One last thing
Your performance during the match with the Fairy Queen was outstanding
Please, continue to guide all the bowyers
We are awaiting great deeds from you
Well, I get the situation
I guess, the battle with the queen had a vast resonance
I think I should skip training today and go straight to hunting
And the invitations will be piling for some time

several days later

The administration announced, that a new patch is ready for release Server line was optimized so that it can handle twice the connections,

it could before VR(Virtual Reality) devices production problems have finally been settled And since maintenance

Crack!!

it seems, that, when it occurs, the weapon is dropped and a player is unable to equip it for several seconds

"Break Arm", simply speaking, a totally brutal status abnormality, when you're unable to use neither a weapon nor a shield

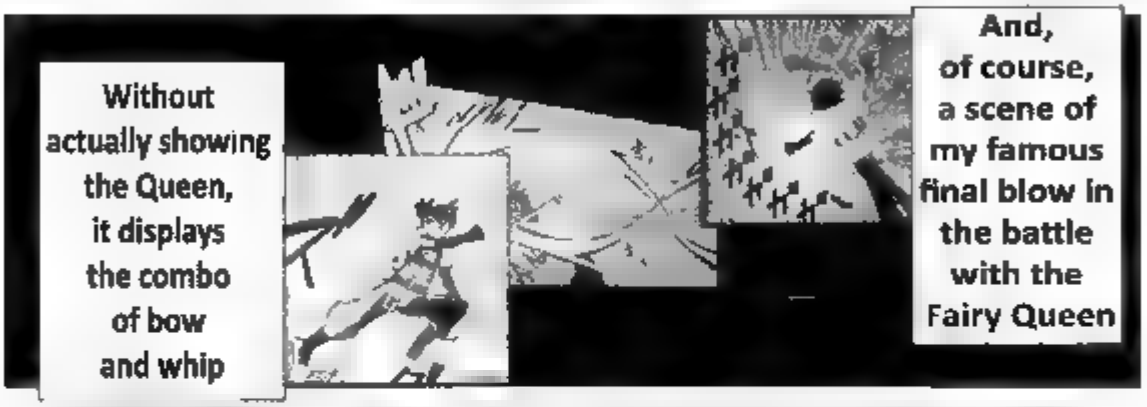
a new "Status Abnormality" has been added

And the second time a hand and an arm sustain 25%HP or more damage

And as soon as the condition is acquired for the first time a hand and an arm become "paralyzed" or "petrified"

And, of course the status notice appears

furthermore, for the the 2nd gen. players the PVs(preview videos) were released, made of combined performances by the outstanding players
Among the featured people there're Zwei, Garrard, Silver ……


And, of course, a scene of my famous final blow in the battle with the Fairy Queen
Without actually showing the Queen, it displays the combo of bow and whip

Shield … is it …

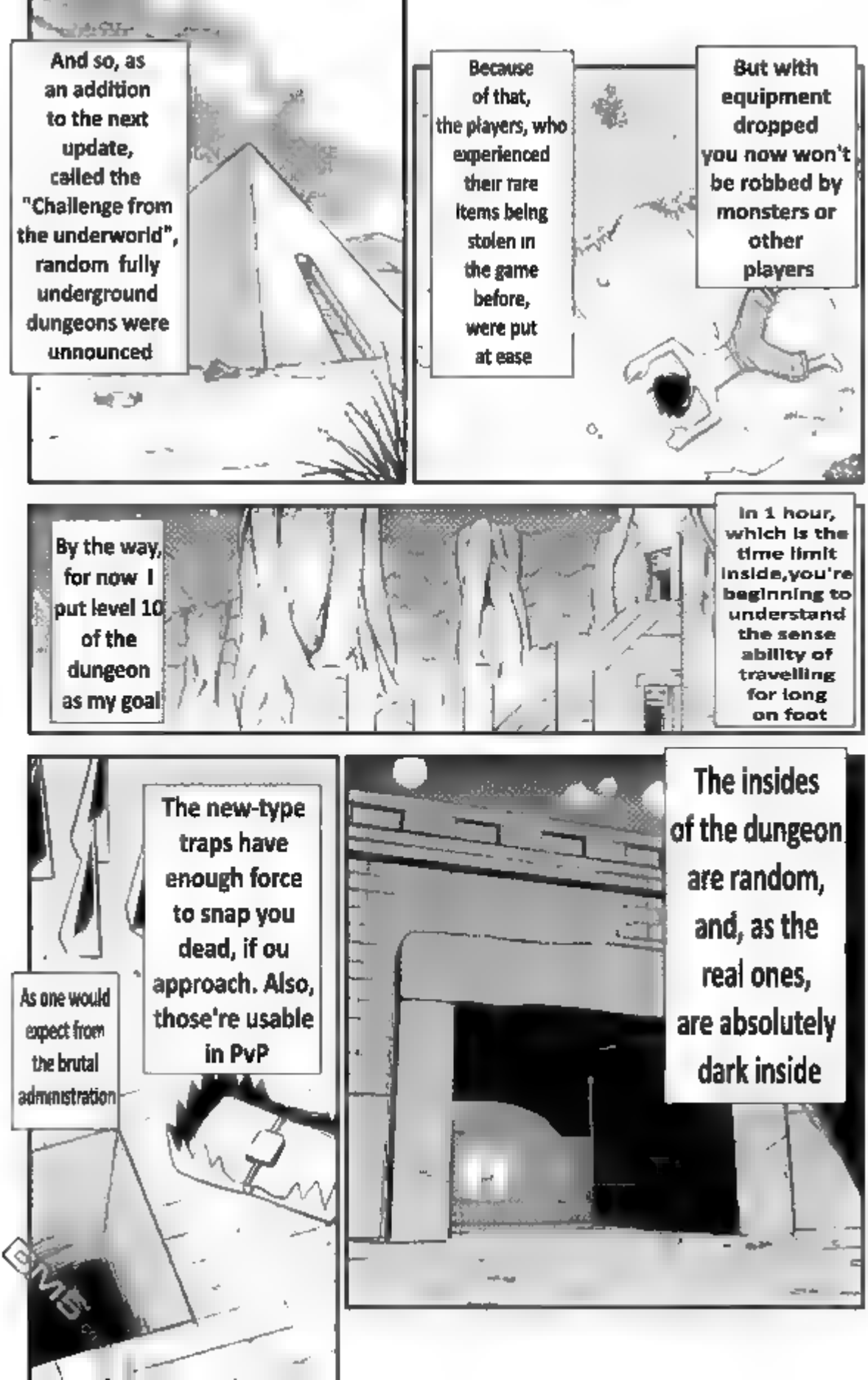
Please, delete it "!!
The players, seeing this, will have unrealistically high hopes for the bow

Anyways, brutal administration, would better to have some war potential in storage In order not to lose
… Wich means, it's time

First, let's go to the outskirts of the forest
Well, what comes first, is upgrading my shield skill

With my right hand being a dominant one, I'm raising it's skill level in advance
When upgraded by 30 shield I'll be able to change my profession from Buckler to Small Shield
The result is my shield skill skyrocketed up to LVL 25 and my defence rose up to LVL4
To use the materials from rock ants I've upgraded my shield skills on rock ants
For now, I've upgraded my shield to lvl5 on wolves
The next day, Nexia
With this I may be able to make manju
I've bought some wheat flour to try and make a soft dough
And so, I'm able to use a steamer now
Apprentice crafting level is now usable
At last, the Administration has raised the skill LVL cap of 50

...
But using an ordinary shield would be no fun, won't it?
First and foremost, the new dungeon will hold new, stronger, opponents
It's all good if a sneak attack would fall through
Really, with just evasion and without defence it's been hard for me for a while now
Then, the small shield skill tree would be better for the battle
I suppose, it would be a the type, wearable on the forearm
It's no use, since I'd have to drop a bow
So, for starters, let's drop out the hand-held type
I can do it with my current level of crafting skills
Forthermore, though crafting it would be hard, I want to try using a compound bow instead of an X-shaped one

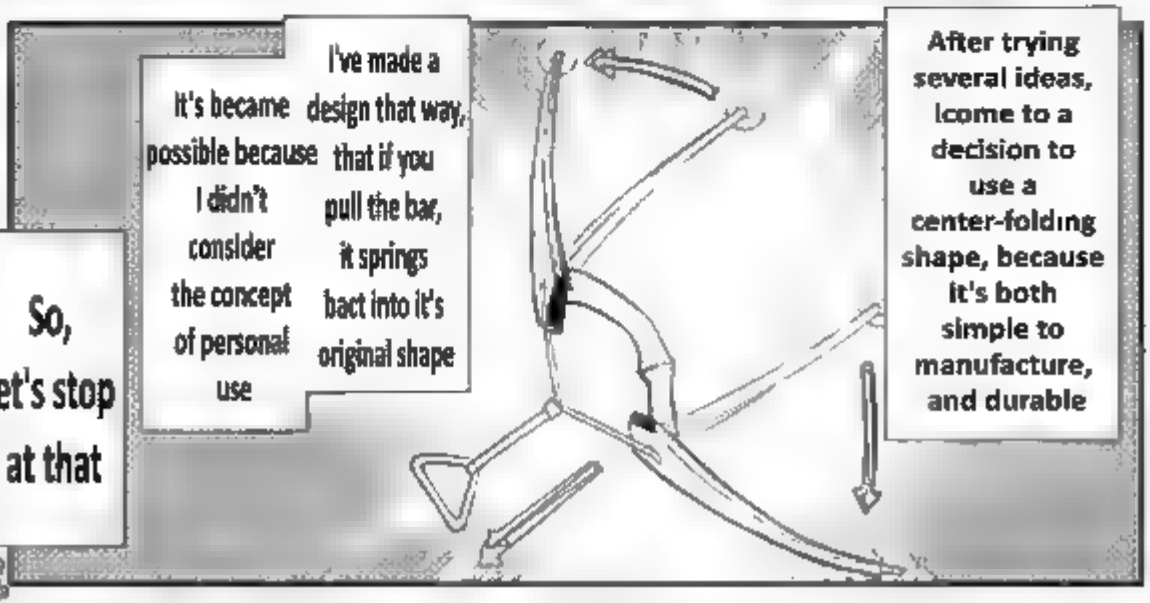

And so, as an addition to the next update, called the "Challenge from the underworld", random fully underground dungeons were announced
Because of that, the players, who experienced their rare items being stolen in the game before, were put at ease
But with equipment dropped you now won't be robbed by monsters or other players
By the way, for now I put level 10 of the dungeon as my goal
In 1 hour, which is the time limit inside,you're beginning to understand the sense ability of travelling for long on foot
As one would expect from the brutal administration
The new-type traps have enough force to snap you dead, if ou approach. Also, those're usable in PvP
The insides of the dungeon are random, and, as the real ones, are absolutely dark inside

With this any quantity of light metal would seem small...
I also need to learn making special arrows for it
Furthermore, now I think, that devising a mechanism for the combined bow will be a rather elaborate task
And I need a lot more materials to make a compound bow
Also, I want to try my handicrafting skills in making ingots
What I need is a bow with an upside-down grip
This part, actually didn't change from the first release
The first time is rather harsh though
It's handy, that having produced something once, one can skip the production part when crafting
The preparations to upgrade the shield skill into a small shield one are proceeding as planned
One week is remaining until the "Challenge from the underworld" dungeon added [become strong] [become powerful]
進化
特化
Well, it's not much of a problem, since it's a weapon for my personal use
Perhaps, after finishing it, the other smiths will ask me like "Is this even usable?"

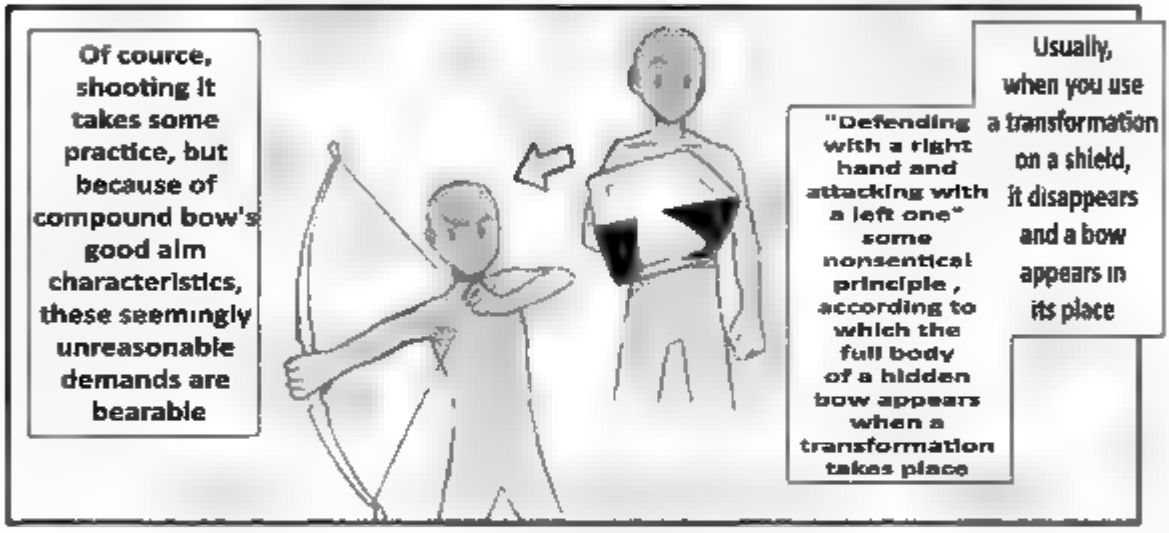
I've taken an instruction on making pulleys from the real world as a basis
First, let's try making an odinary compound bow
Though I'm amassing light metal ore and steel and coming closer to the combined shield-bow ...
My aim woth this one is to record the production process
It's not a problem if it comes out unusable
["An Otherworldly Bow"
A bow, created, using a technology unthinkable of in this world.
It's using pulleys in a way unknown, it's power and stability are exceedingly high.
On the other hand, it's unusable without special arrows.
Effect: ATK +38, production quality: 3]
Though I wouldn't recomment it, cause the arrow cost is going to be high
The guys, training their bow skill would probably jump up in surprize
It has an attack power of 38, despite the production quality being just 3
... just as I thought

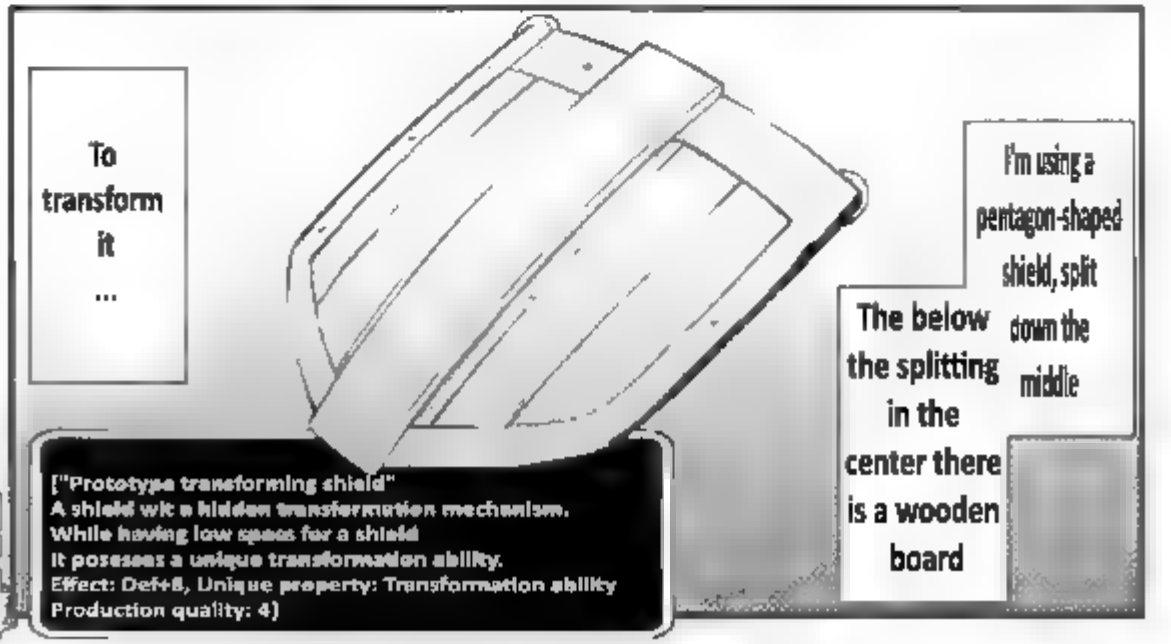
Next, how should I go about the mechanism modification?
If I think about it, a adding a shield transformation function to a compound bow for it to be usable both as a shield and as a bow
For that, I'll have to stare at the plan for some more time

It's just hard to think of
It's good, that the fairies flying around, produce the calming effect


After trying several ideas, I come to a decision to use a center-folding shape, because it's both simple to manufacture, and durable
I've made a design that way, that if you pull the bar, it springs bact into it's original shape
It's became possible because I didn't consider the concept of personal use
So, let's stop at that

Along with it I need to make a wooden small shield
I'm making the transforming Compound bow, according to my blueprint
The next day


Of cource, shooting it takes some practice, but because of compound bow's good aim characteristics, these seemingly unreasonable demands are bearable
"Defending with a right hand and attacking with a left one" some nonsentical principle , according to which the full body of a hidden bow appears when a transformation takes place
Usually, when you use a transformation on a shield, it disappears and a bow appears in its place


To transform it ...
I'm using a pentagon-shaped shield, split down the middle
The below the splitting in the center there is a wooden board
["Prototype transforming shield"
A shield wit a hidden transformation mechanism.
While having low specs for a shield
it possesses a unique transformation ability.
Effect: Def+8, Unique property: Transformation ability
Production quality: 4)

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Compound bow appears from below the unfolded shield, transforming it into a weapon shape.

The plank slides above while the shield being closed, hiding the split

The plank going along the wrist is being affixed in place, and the sides unfold sideways

ぱか

["Prototype hidden Otherworldly bow"
An Otherworldly bow hidden below a transforming shield.
A hunting bow, hidden behind a small shield,
deadly, despite of its small size. Usable only with specialized arrows.
Properties: Atk+38, Def+8, Production quality: 4]

And then it should be held with the right hand

Pull

Hold !!

In the final version, a string with a brass handle is placed below the shield, it should be pulled for the shield to transform

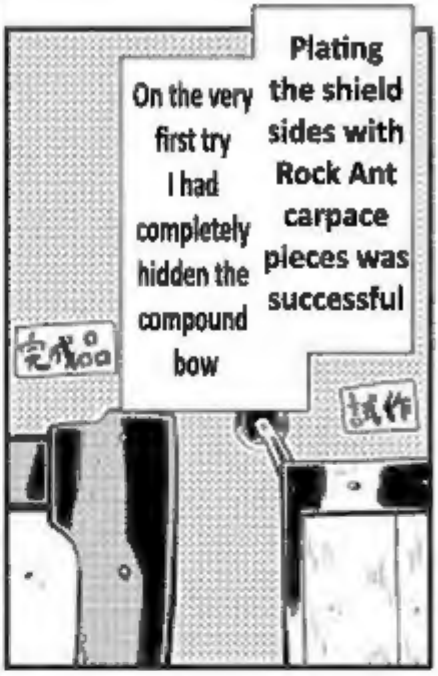
Naturally, I won't stop at the first one and continue trying until I'm satisfied

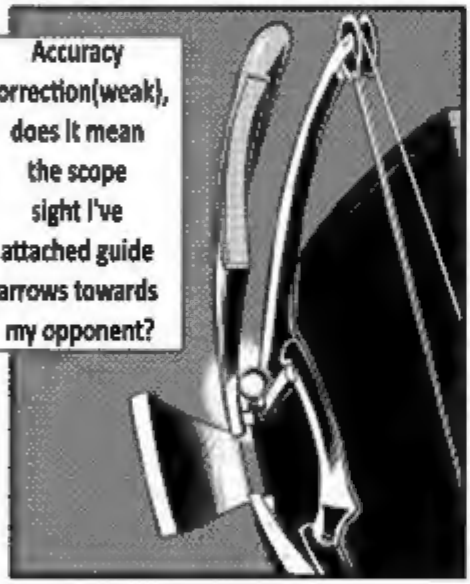
For performance, I will make it partly of light metal and steel, but the prototype is whole wood

DMM.com

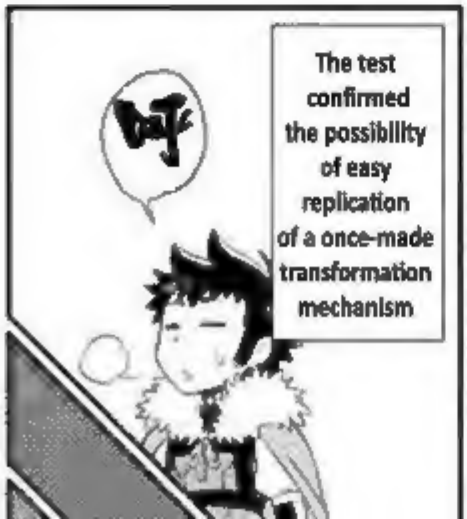
Also, I guess, if I dont fix several flaws, the production quality won't rise.
To the sides of the shield I'm affixing the the rock ant carpace pieces to give slightly more protection to the compound bow's pulleys
And now, for the small details, getting it closer to its final form
I'll plate the shield with light metal and the center plank with steel
So I don't have much time to finish it
The new dungeon patch is getting close
If not for light metal's exceptional flexibility, I would'nt be able to put my idea into practice
I'll make a compound bow whole-light metal

So the sides of the shield shine blue, like some ornaments
The carpace parts turned blue
["Secret light metal shield"
A small shield made of light metal. Has a very high shielding proficiency and is also equipped with an "easter egg".
Properties: Def+25
Unique property: "Transformation ability", "Right-hand only equipment"]


Plating the shield sides with Rock Ant carpace pieces was successful
On the very first try I had completely hidden the compound bow


Accuracy correction(weak), does it mean the scope sight I've attached guide arrows towards my opponent?

With this, it's finally finished ... that took me long, really
And these are the bow-shape properties
["Secret another bow"
An unfolded shape of a hiding mechanism. Despite being small, it is very deadly, accuracy is high. Although, has a flaw of being usable only with specific arrows.
Properties: Atk+60, Def+5
Unique properties: "transformation ability", "Right-hand only equipment","Accuracy correction(weak)"]


The test confirmed the possibility of easy replication of a once-made transformation mechanism

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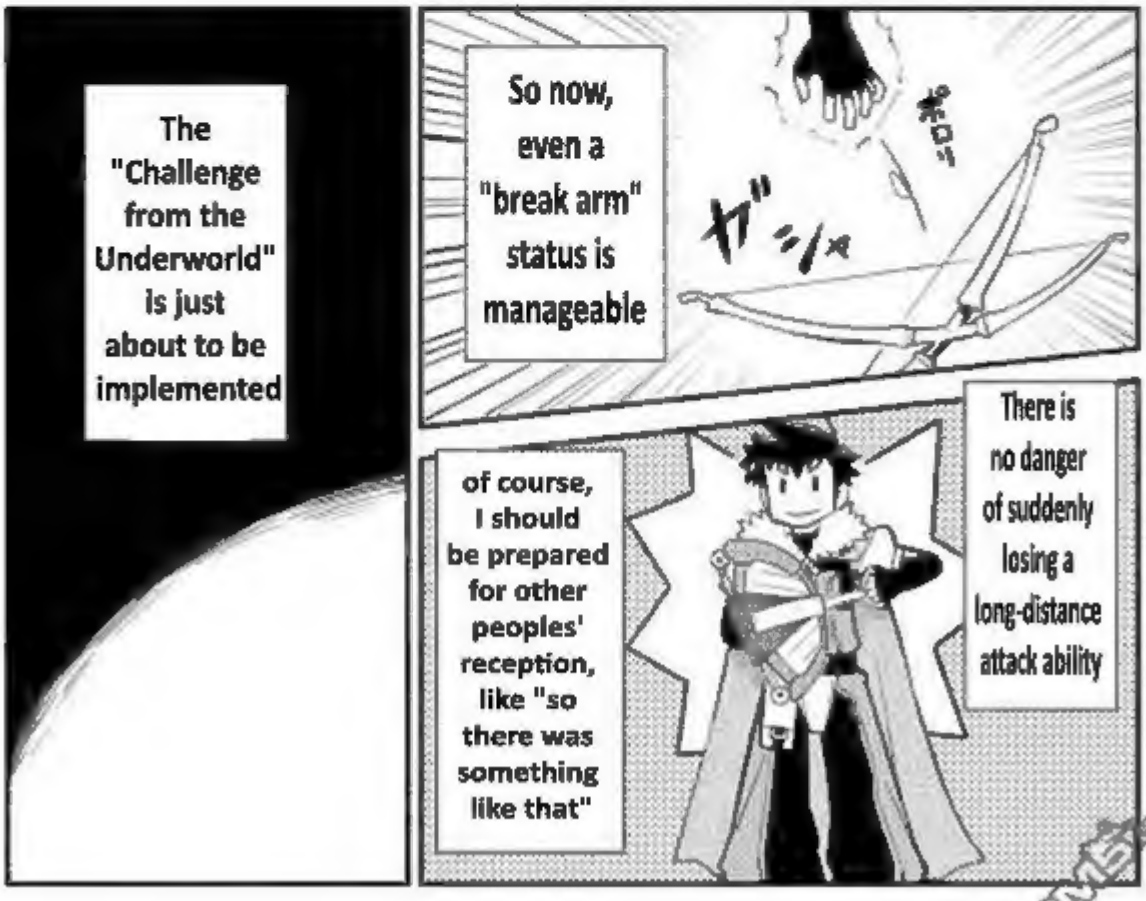
Nice
As expected, at first aiming with a dominant arm was nothing but misses
Still, after wasting a fair amount of arrows, my proficiency has increased
Skill LVL, combined with the Aim Correction ability, let me hit the mark even with this unreasonable construction


The "Challenge from the Underworld" is just about to be implemented
So now, even a "break arm" status is manageable
There is no danger of suddenly losing a long-distance attack ability
of course, I should be prepared for other peoples' reception, like "so there was something like that"

A big Thanks
for LainRad for
providing the
translation...

- Velther